

REMARKS

Claims 1-4 are currently pending. Claim 1 is currently amended. Claims 5-15 are added. Accordingly, claims 1-15 will be pending after entry of this amendment.

Support for the claim amendments and new claims can be found throughout the application as originally filed. In particular, support for the amendment to claim 1 and new claims 5 and 6 can be found at least, for example, in paragraphs [0052], [0056], [0057], and [0060] of the application as published. Support for new claims 7-12 can be found at least, for example, in original claims 1-4 and in paragraphs [0052], [0056], [0057], and [0060] of the application as published.

Interview Summary

Applicants thank Examiner Jones for speaking with Applicants' representative, Brian Landry, on July 11, 2011. Although an agreement regarding the allowable claims was not reached during the interview, Applicants appreciate Examiner Jones willingness to conduct an interview after a final Office Action and his helpful feedback regarding the pending rejections.

35 U.S.C. § 103(a)

The Office Action rejects claims 1-4 under 35 U.S.C. § 103(a) over U.S. Patent No. 5,212,368 to Hara in view of U.S. Patent Application Publication No. 2003/0071414 of Weisman.

Currently amended independent claim 1 recites a card game system including:

- a control information storage device configured to store attack control information representing a degree of change of the magnitude of the attack; and
- a control information update device configured to, when specific conditions correlated to character identification information and attack content identification are satisfied, update the content of the attack control information.

Applicants respectfully assert that neither Hara nor Weisman teach or suggest a card game system considers a degree of change of the magnitude of the attack, let alone stores

and updates attack control information representing a degree of change of the magnitude of the attack as recited in currently amended independent claim 1.

Hara discloses a system involving player cards and condition cards. Hara, col. 2, lines 58-59. Condition cards can be read to modify game parameter data for one of the players. Id., col. 6, lines 10-14.

Even if one accepts, *arguendo*, the Office Action's apparent assertion at page 5 that the "condition amount" of the "condition card" in Hara corresponds to the recited "attack control information," Hara still does not teach or suggest storing the recited "degree of change of the magnitude of the attack." Rather, Hara apparently discards the read "condition amount" after performing the calculation discussed at column 6, lines 5-14.

Weisman fails to cure the defects of Hara. Instead, Weisman teaches a system utilizing game pieces containing "a complex two dimensional table that reflects a character's performance statistics at up to twelve stages of damage." Weisman ¶ [0035]. Weisman further states at paragraph [0055] that:

When a warrior 4 hits a target with a ranged or close combat attack, the warrior 4 inflicts damage in the amount of the warrior's damage value. This is the number of clicks of damage the warrior 4 has delivered to the target. The opposing player must click the target's game piece base 10 clockwise that number of clicks. The damage inflicted reduces the target's abilities, and may even eliminate the target from the game.

Again, even if one assumes, *arguendo*, that the "character's performance statistics" of Weisman constitute "attack control information" as recited by Applicants, Weisman still contains absolutely no teaching or suggestion of storing the recited "degree of change of the magnitude of the attack."

The storage of the "degree of change of the magnitude of the attack" in the pending claims provides at least two non-obvious advantages over the teachings of Hara and Weisman.

For example, the persistence provided by storing the "degree of change of the magnitude of the attack" (instead of merely utilizing and then discarding a "condition amount" in Hara or providing a fixed table of player values that cannot be changed except by damage to the character), the player has an incentive to invest in his character (e.g., by

training) because the stored "degree of change of the magnitude of the attack" will be maintained for the player's benefit in future battles.

Furthermore, the storage of the "degree of change of the magnitude of the attack" avoids the need to utilize card-based storage technologies as taught by Hara. Instead, the "degree of change of the magnitude of the attack" can, in some embodiments, be stored apart from the attack content card, thereby both reducing the complexity and cost of the game system and potentially minimizing the consequences of a lost or damaged attack content card.

Accordingly, Applicants respectfully request the withdrawal of the rejection of claims 1-4 under 35 U.S.C. § 103(a) over Hara in view of Weisman and the allowance of these claims.

Conclusion

In view of the above amendments and remarks, Applicants believe the pending application is in condition for allowance. If a telephone conversation with Applicants' representatives would be helpful to resolve any further issues and/or expedite further prosecution of the application, Applicants invite the Examiner to contact the undersigned at the telephone number listed below.

Fee Authorization

Applicants believe that no fees are due for the submission of this Response other than the fee for a three-month extension of time under 37 C.F.R. § 1.17(a)(3). If additional fees are required, the Director is authorized to charge any fees associated with this submission to our Deposit Account, No. 04-1105, Reference 86293(308246). Any overpayment should be credited to said Deposit Account.

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Respectfully submitted,

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